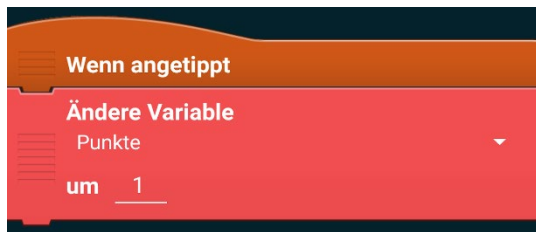


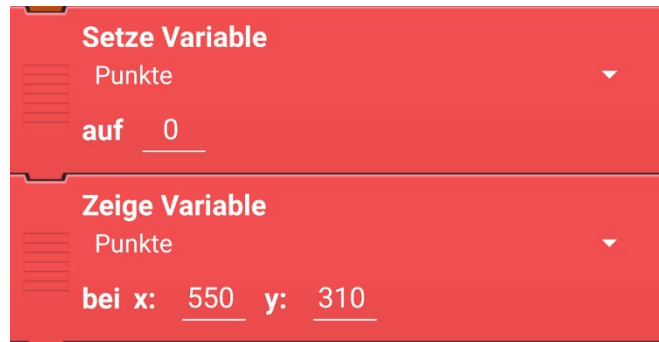
## Lösung Station 5:

Vogel:



Scratch code blocks for the main solution:

- Wenn angetippt** (When clicked)
- Ändere Variable** (Change Variable): Punkte (Points) um 1 (by 1)

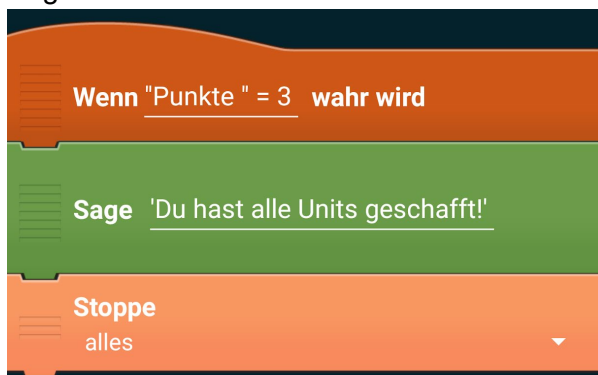


Scratch code blocks for the main solution:

- Setze Variable** (Set Variable): Punkte (Points) auf 0 (to 0)
- Zeige Variable** (Show Variable): Punkte (Points) bei x: 550 y: 310 (at x: 550 y: 310)

Bonusaufgabe:

Vogel:



Scratch code blocks for the bonus task:

- Wenn "Punkte" = 3 wahr wird** (When "Points" = 3 is true)
- Sage** (Say): 'Du hast alle Units geschafft!' (say 'Du hast alle Units geschafft!')
- Stoppe** (Stop): alles (stop alles)